Flock of Bats

1 1 2 3 4 5
1 1 2 3 4 5
1 1 2 3 4 5

Colony

Each bat die counts as an individual fighter. Bats may only attack or disarm.

Bats always use the gray hit die when attacking.

Bats can only be hit by rolling body or head on the strike die. Bats cannot be disarmed.

Bats may attack any fighter, regardless of distance.

When a bat die kills a fighter or destroys a body part, return it to full hp.

Oskvar

(trash monster)

0 2 2 2 3
2 2 3 3 3 4
2 2 2 3 3 3

Journalist

(reporter)

1 1 1 2 2 2
2 2 2 3 3 4
1 1 1 2 2 2

Hunker

the trash monster may hide in his can, reducing his head to 0 and becoming immune to weak and medium die attacks. as well as special blue effects. he may only first aid in this state, or re-arm. when he pops out, re-roll his head.

Trash lover

any attacks or effects used on him with a noxious theme, such as slime, dung, ooze, radiation, stench, dirt, dust, etc. give him first aid instead of the intended effect. Any passive noisome effects have no effect on him.

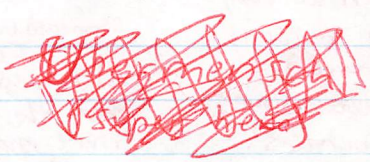
Seto Taisho

(crockery general)

1 2 2 2 3 3
1 2 2 3 4 4
1 1 2 2 2 3 Made of China

twirling red-staff
staff yellow-staff
white-teacup hand

If any body part of the crockery general is destroyed, he is dead. Set his parts aside. On each of his turns, roll a strike die. On a body result, he returns to full health on 1 body part. Once all three are recovered, he is immediately active and alive again. Re-roll his weapon die. He cannot be attacked when he is piecing himself together. A broken or partially fixed Seto Taisho loses the game if it is the last fighter of a player's team.



Yoda

0 1 1 2 2 3
0 2 2 3 3 4

stick x3
bacon
venom
cloud

saber x3
levitate
rebound
force kill

Tau

The Tau may attack any fighter, regardless of distance. always use the red hit die vs non-adjacent fighters.

The People

Tyranid

The 'nid may use the special power of any fighter it has killed. One power per turn. Magic users may not block its attacks.

Brown Slime

1 1 2 2 3 3
1 1 2 2 3 3
1 1 2 2 3 3

Foul Stench

Any player attempting to attack the brown slime or disarm it must pass a constitution check. Body or head pass, legs or miss fail. Any fighter hit by the brown slime is disarmed.

Doctor

can first aid others for 2 HP. can, as an action, neutralize poisons and afflictions (e.g., purple, black slimes; radiation 'counters'

Yellow Slime?

HAVE YOU FOUND THE

1 1 2 2 3 3
1 1 2 2 3 3
1 1 2 2 3 3

Standard weapons

Fever Madness:

the yellow slime may, as a turn, sacrifice a body part to inflict fever on an enemy fighter. A feverish fighter cannot receive first aid, and each of its turns must attack a friendly fighter, if none it must attack itself. standard slime death rules

Berserker

Standard slime rules

Lead Slime

1 1 2 2 3 3
1 1 2 2 3 3
1 1 2 2 3 3

players must use weak hit die if has strong weapon and strong if weak weapon versus him. Any fighter struck by the leaden slime loses all of its powers on its next turn.

Ork

After each successful attack, the ork may either gain 1 hp or re-arm.

Space Soldier

2 2 3 3 3 4
2 3 3 4 5 5
2 2 3 3 3 4
W | Y Y Y | R R

wrist gun — Bolter — Bolter — Chainsword — flamer — grenades

Heresy!

When a non-human fighter uses a special power, cry 'Heresy!' and make an immediate attack on that fighter.

Iron Rain

When has the bolter, reroll 2x misses on reg attacks.

Fomorian

2 2 2 3 3 3
2 3 3 4 4 4
2 2 3 3 3 3

Mists of Albion:

no other players or fighters may attempt called shots while he is alive, on him or friendly fighters.

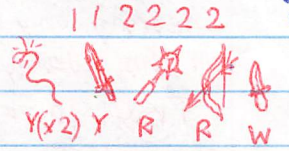
Evil Eye:

When his head is at full health, he may re-roll called shots,

Orc Taskmaster

1 2 2 2 3 3
2 2 3 3 3 4
1 1 2 2 2 2

Standard slime rules. weapon



Scourge

the taskmaster may deal each of his fighters or any number of them 1 damage to the body to grant an action on his turn for them. This action may not be first aid.